

DON BLUTH PRESENTS

# SPACE ACE<sup>®</sup>



DIGITAL  
*Leisure*  
Inc.

DVD  
VIDEO GAME



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*Space Ace is a ground-breaking DVD release which allows you to play a fully interactive version of the classic laser-disc arcade game using your controller.*

## **THE OBJECT**

The evil Commander Borf is attacking Earth! With the help of his dreaded weapon, the Infanto Ray, Borf will reduce all of humankind to infants and take over the planet. Only two people have the courage and strength to stop Borf and save Earth: the beautiful Kimberley and the heroic Ace. But as they approach Borf's stronghold, Ace is hit by the Infanto Ray, changing him into a weakling, and Kimberley is kidnapped by the evil madman!

Only you can guide Space Ace and his weak alter-ego Dexter, to rescue Kimberley and defeat Borf. But watch out! Many dangers and deadly beasts await as you travel throughout the galaxy chasing Borf from space station to planet and back again! Survive Borf's monsters, rescue Kimberley and finally confront Borf himself in deadly hand to hand combat before the Earth is enslaved forever!

## **MENUS**

To start the game, simply place the Space Ace disc in your DVD player. Once the menu appears, you may select one of the choices by using your controller. The options include:

### ***Play***

This menu selection allows you to play the full version of Space Ace using your remote to control Ace on his quest to defeat Borf. You will be asked to select "Regular" or "Slow" moves. You'll want to try "Regular" moves first to see if they work on your player and if not then eject and reinsert the disc and try "Slow" moves. You will then see the introduction which may be later skipped by pressing "Enter" while it is playing.



# ***REGISTER NOW!***

*You may register this program on-line at <http://www.digitalleisure.com>  
We highly recommend you do this so that we can advise you of new  
program versions, new releases and special offers.*

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## ***Watch***

Sit back and watch all of the spectacular Don Bluth animation from the main sequences of the game without having to make any of the moves.

## ***History***

Take a look at video footage that was broadcast shortly after the release of the arcade game from the personal archives of Don Bluth, Gary Goldman, John Pomeroy and Rick Dyer, the creators and animation directors of Space Ace.

## ***Coming Soon***

See trailers for upcoming interactive DVD-Video game releases from Digital Leisure.

## ***CONTROLS***

Use the directional buttons for the directions left, right, up and down and use "Enter" to fire your laser gun. There are many variations on the naming and placement of these buttons between different DVD controllers but the directional buttons will be the same ones that allow you to move between menu items when the menu is displayed and the "Enter" button (sometimes called "Play") will be the button that selects a menu option.

## ***PAUSING THE GAME***

You can pause and resume the game using the "Pause" and "Play" buttons.

## ***STOPPING THE GAME***

Pressing the Stop button will generally stop the game and turn the DVD Player off. Starting the game again (typically by pressing Play) will continue where you left off. In this case, the Space Ace disc must be left in the player.

To quit the current game and return to the main selection menu, press Title.



## PLAYING THE GAME

When playing Space Ace, remember that you control Ace's reactions to the events that unfold throughout the game. You don't directly control Ace's movement but rather you must make the correct moves at the appropriate time for Ace to survive the scene. This means, for example, that just by pressing "Left" doesn't mean Ace will move left.

When the game begins, Ace is not energized so he is his weak alter-ego Dexter. Borf will shoot at Dexter and Dexter will automatically jump off the rocks to the left. You must move Right to jump back behind the rocks and avoid being hit. Dexter will once again jump to the left and you must once again press Right to jump behind the rocks. You will notice a yellow diamond appear on the lower right corner of the screen when it is time to make a move. You can enter left, right, up, down or fire (Enter) and the diamond will change to the input you have made. If you have made the correct move, the directional arrow on the screen will be displayed in yellow and you will continue in the game. If you've made the wrong move you will see a transparent blue arrow and Ace will die. On some players the diamond and yellow or blue arrows may not appear consistently but will still accept the move.

If you continually get hit with the laser gun, you are not making the correct move, or you are not making the move at the correct time. Try pressing Right repeatedly when the game begins and when the yellow diamond eventually appears, it will change to a yellow right-arrow icon and you should get past the first laser blast. Continue pressing Right and you should get by the next move. You will now be on a ledge and must move Left twice to avoid being blasted by the flying robots.

If you find that you are continually dying at a certain point in the game then you know that you must make a move just before this point (when the yellow diamond appears). You can try all of the five combinations (Up, Down, Left, Right, Fire) and one of them will work. Sometimes the timing is tricky with several moves close together but if you watch the video closely then you'll notice when you've passed one move and need to make the next move.

When "Energize" appears on the screen, you can press the Fire button (Enter) to energize from Dexter to Ace or press no key and remain as Dexter (sometimes you will have to make a directional move to remain as Dexter). The scene will typically be more difficult if played as Ace. This is one of the main enhancements in Space Ace over Dragon's Lair -- you can choose how the game unfolds, playing as either Dexter or Ace in almost every scene.





On some systems when you press a key when the diamond is not displayed (which means it's not time for a move yet) you'll get a message on your screen saying the key press is not being accepted. This shouldn't affect the game. Other systems might pause or stop the game if moves are made when the diamond isn't displayed in which case you'll need to be very careful to wait for the diamond to appear.

Typically there will be a short pause in the video whenever a move is made. The duration of this pause varies from machine to machine but currently there is nothing that can be done to eliminate it. We're hopeful that future generations of DVD players will be optimized to handle this situation and will eliminate the pause. We've found that the Apex Digital AD-600A DVD player plays Space Ace without pauses.

You are given five lives and infinite continues. When you have lost all your lives, press any key when you see the countdown to continue playing the game. If you don't press a key, the game will end and the main menu will appear.



All of the scenes from the original game are included in this DVD-Video version including the "mirrored" scene that play back with the video flipped horizontally.

If you are stuck on a scene, you can contact the Digital Leisure web site at <http://www.digitalleisure.com> for the complete set of moves. We suggest you only do this if you are completely stuck on a move. The following are hints that may help you get through some the scenes:

### ***KIM IS KIDNAPPED***

Dexter must head towards the ship while avoiding the flying droids. When you get to the dirt bashers, wait until the arms have come up before jumping over the holes.



An energized Ace must blast the flying droids while jumping from the crumbling cliffs.

### ***THE BLACK SPHERES***

Dexter must navigate the ship through the corridors. When a green sphere appears, blast it!

### ***DODGING THE BEAMS***

Dexter must avoid all light beams within the corridor.

Energized Ace must not only avoid the light beams, but watch for the guards as well!



### ***THE PLATFORMS***

Dexter must avoid the red light and run through the diamond shaped door. He must energize or jump into the tunnel. Avoid the laser beams by jumping onto the moving platforms.

An energized Ace must shoot the first turret and then jump to the moving platform. Avoid the next blast and destroy all the remaining turrets as you leap from the deteriorating platforms.

### ***THE DOGS AND ROBOTS***

Dexter must avoid the alien dogs and laser blasts by dodging them while running towards the ship.

Ace must blast the enemies while avoiding the lasers. Don't be afraid to run when necessary!

### ***THE JUNK PLANET***

A frantic Dexter must avoid the trash compactors by leaping onto the different trash heaps. Once a dead end nears, blast your way out!

Ace must contend with villainous monsters while staying one step ahead of the compactor.

### ***THE DOG FIGHT***

Enter and navigate the tunnels to avoid being shot. Blast enemy ships when they're in your crosshairs.

### ***THE CHECKERED TUNNEL***

Dexter must duck into the side passages to avoid being shot. If there is no escape in sight, shoot!

As Ace, you must decide whether to blast your enemies or to run. If firing doesn't work, try a well timed escape into one of the side passages.

### ***THE YELLOW PLANET***

For Dexter, running away from the various creatures is usually the best way to safety, but if there's no way to run, then shoot!

In your search for a way out, Ace must blast the yellow monster if it steps in your path.

### ***THE DARK SIDE***

Dexter and Ace must tangle with their alter egos. This is one battle you're not going to win by force! Just avoid being devoured and dodge the blasts!





## ***THE MOTORCYCLE CHASE***

For Dexter and Ace you must get Kimberly back to safety. Avoid the big boys and blast anything else that happens to get in your way!

## ***THE ROLLER SKATES***

As both Dexter and Ace there is only one way to safety. Watch the turns and be careful of holes!

## ***THE GIANT EELS***

Ace must grab onto the water jets and then beware! Blast the big boys and search for the way out. If you run out of air, fear not, for help is nearby!

## ***THE FINAL CONFRONTATION***

Dexter must blast his way towards the kidnapped Kimberly. Ace must defeat the evil Commander Borf at hand to hand combat as he protects Kimberly from further harm. Once Kimberly is safe, Ace and Borf must battle it out in this, the final confrontation. Remember to avoid the dreaded Infanto Ray!

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## ***TROUBLESHOOTING***

If you are having trouble getting the game started or seeing any video, make sure to switch your TV so that it displays the video from your DVD-Video player. Also, make sure to select the DVD input in your A/V receiver especially when you have a controller that controls several different devices in addition to DVD player such as your television or audio system.

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DON BLUTH PRESENTS

# SPACE ACE®

Exclusive interviews with Don Bluth and Rick Dyer, co-creators of Space Ace.

Completely remastered for DVD

Relive the arcade experience with spectacular full screen, full motion DVD Video

Features crisp, powerful AC3 sound

Includes all the scenes from the original laser disc arcade game

Feature-film quality animation by Don Bluth, director of 20th Century Fox's "Anastasia" and Universal's "The Land Before Time"® and "American Tail"®

THE EVIL COMMANDER BORF HAS KIDNAPPED ACE'S GIRLFRIEND, THE BEAUTIFUL KIMBERLY, AND IS PLOTTING TO ENSLAVE THE EARTH USING HIS DREADED "INFANTO RAY", A WEAPON THAT CHANGES EVERYONE IT BLASTS INTO A HELPLESS BABY.

ARMED WITH ONLY A LASER GUN, ACE MUST FIND AND DESTROY THE INFANTO RAY, RESCUE KIMBERLY AND SAVE THE EARTH.

ALL IN A DAY'S WORK FOR A SUPERHERO, RIGHT?

FEATURING FULL SCREEN ANIMATION AND CRISP, POWERFUL SOUND FROM THE ORIGINAL LASER DISC ARCADE CLASSIC, SPACE ACE DELIVERS ARCADE ACTION AT ITS MOST ADDICTIVE!



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Printed in Canada